

# Polymorphism



Method Overloading

Method Overriding

# Polymorphism

Polymorphism is derived from 2 Greek words: **poly** and **morphs**. The word "**poly**" means many and "**morphs**" means forms. So, polymorphism means **many forms**.

# Polymorphism

It refers to the use of a **single type entity** (method, operator or object) to represent different operations (types) in different scenarios.

# Polymorphism

**We can achieve polymorphism in Java using the following ways:**

- Method **Overloading**
- Method **Overriding**

# Polymorphism

We can achieve polymorphism in Java using the following ways:

- Method **Overloading** :

This is an example of **compile time** (**static** polymorphism or **early binding**)

- Method **Overriding** :

This is an example of **runtime time** (**Dynamic Method Dispatch** or **late binding**)

# Polymorphism

## Method Overloading

It is used to achieve compile-time polymorphism (Early binding). It allows us to use the **same method name but different signatures**. If a class has more than one method with the same name but a different method signature, it is known as method overloading.

# Polymorphism

Advantage of method overloading

Method overloading **increases the readability** of the program.

```
static float order(float total){  
    return total;  
}
```

```
static float order(float total, float deliveryCosts){  
    return total + deliveryCosts;  
}
```

```
static float order(float total, float deliveryCosts, String promo){  
    return total + deliveryCosts - 2;  
}
```

**Polymorphism** uses those methods to perform different tasks. This allows us to perform a **single action in different ways**



# Polymorphism

**Method Overriding  
(Dynamic Binding or Late Binding)**

It is used to achieve **run-time polymorphism** or **Dynamic Method Dispatch (late binding)**.

# Polymorphism

## Method Overriding (Dynamic Binding or Late Binding)

### Rules for Java Method Overriding:

1. There must be an **IS-A relationship (inheritance)**.
2. The method must have the **same name as in the parent class** .
3. The method must have the **same parameter as in the parent class** .

# Polymorphism

## Method Overriding



```
public class SuperClass{  
    void method(){  
        ...  
    }  
}
```

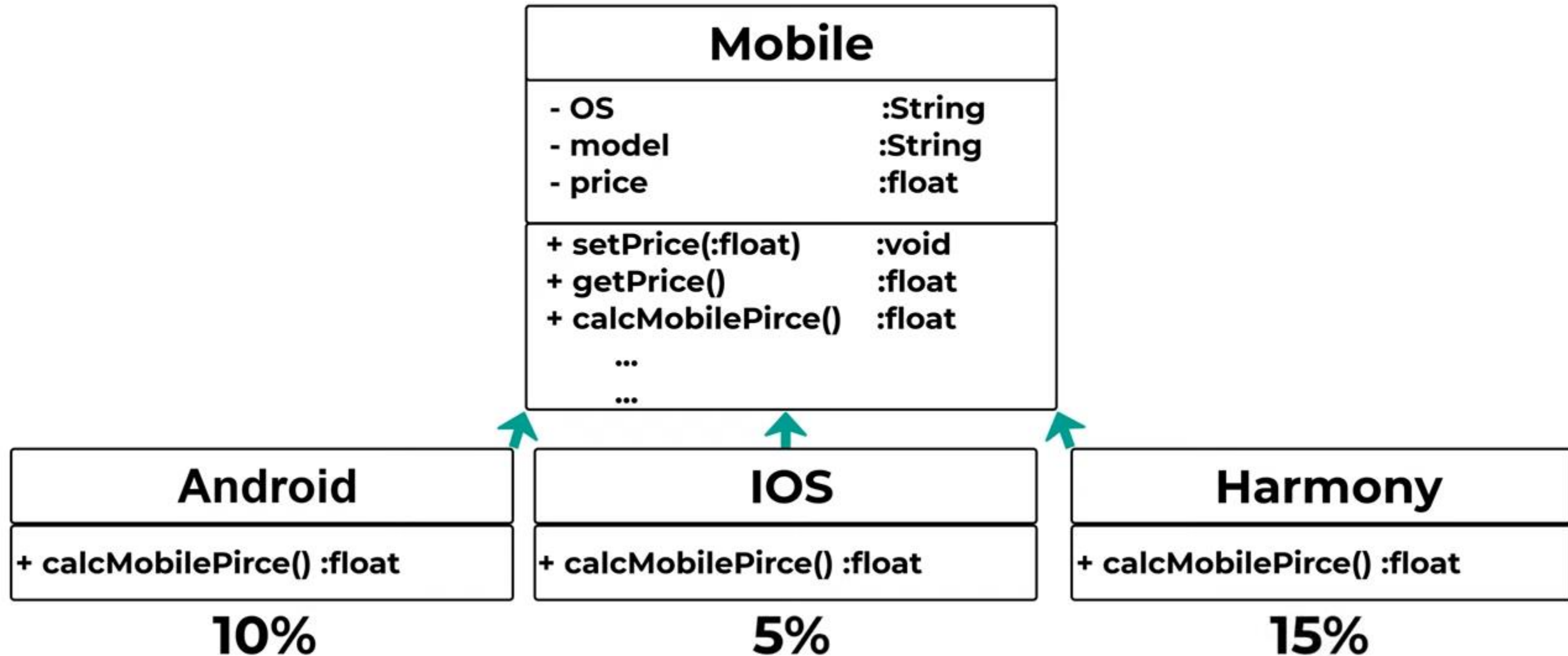


```
public class SubClass extends SuperClass{  
    void method(){  
        ...  
    }  
}
```



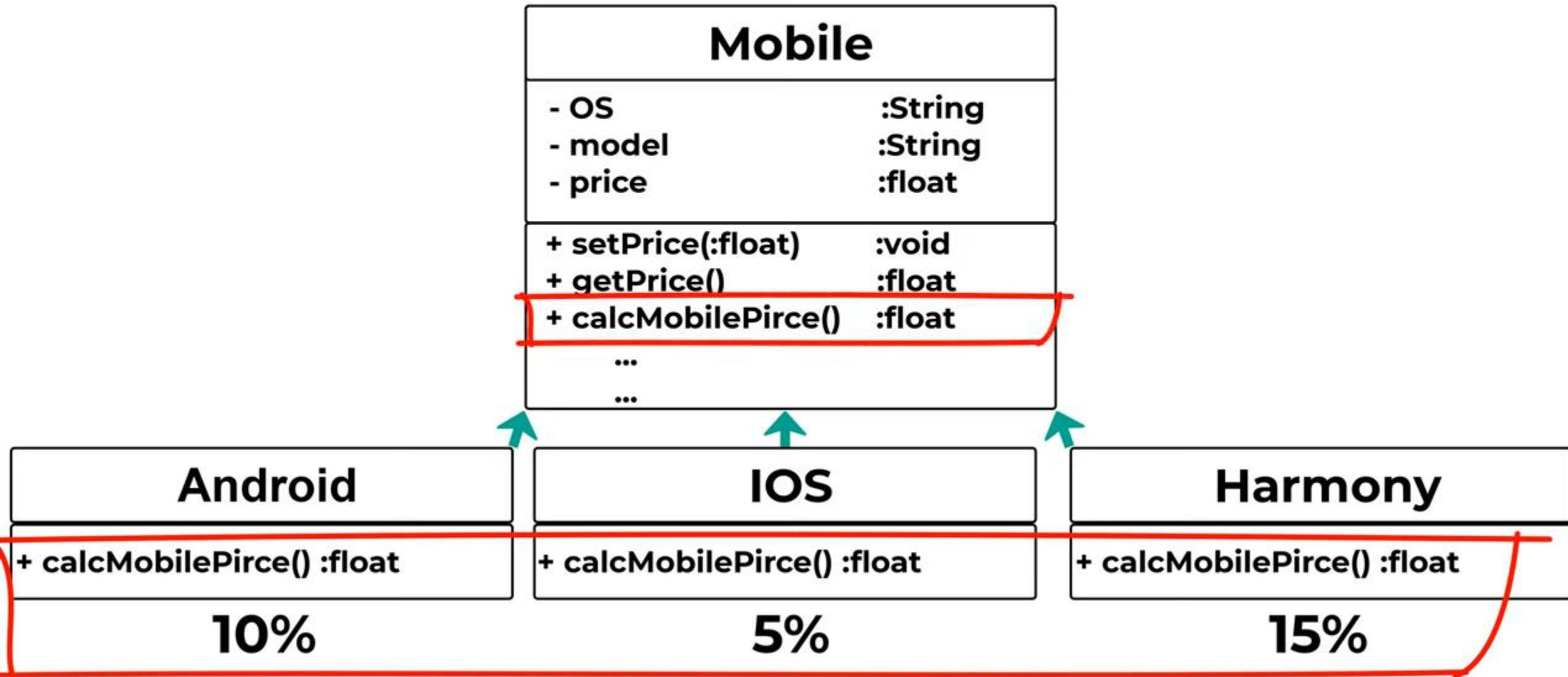
# Polymorphism Method Overriding

## Mobile Shop Management System



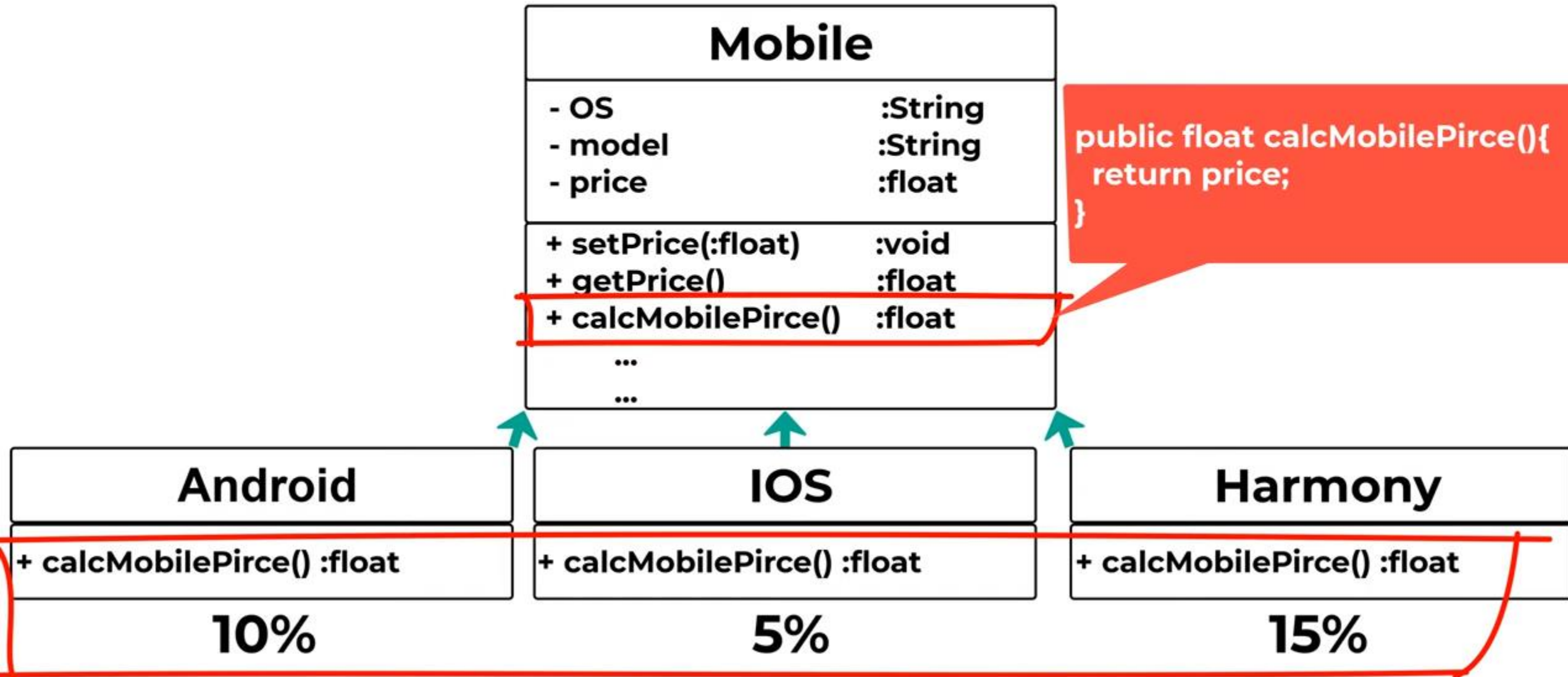
# Polymorphism Method Overriding

## Mobile Shop Management System



# Polymorphism Method Overriding

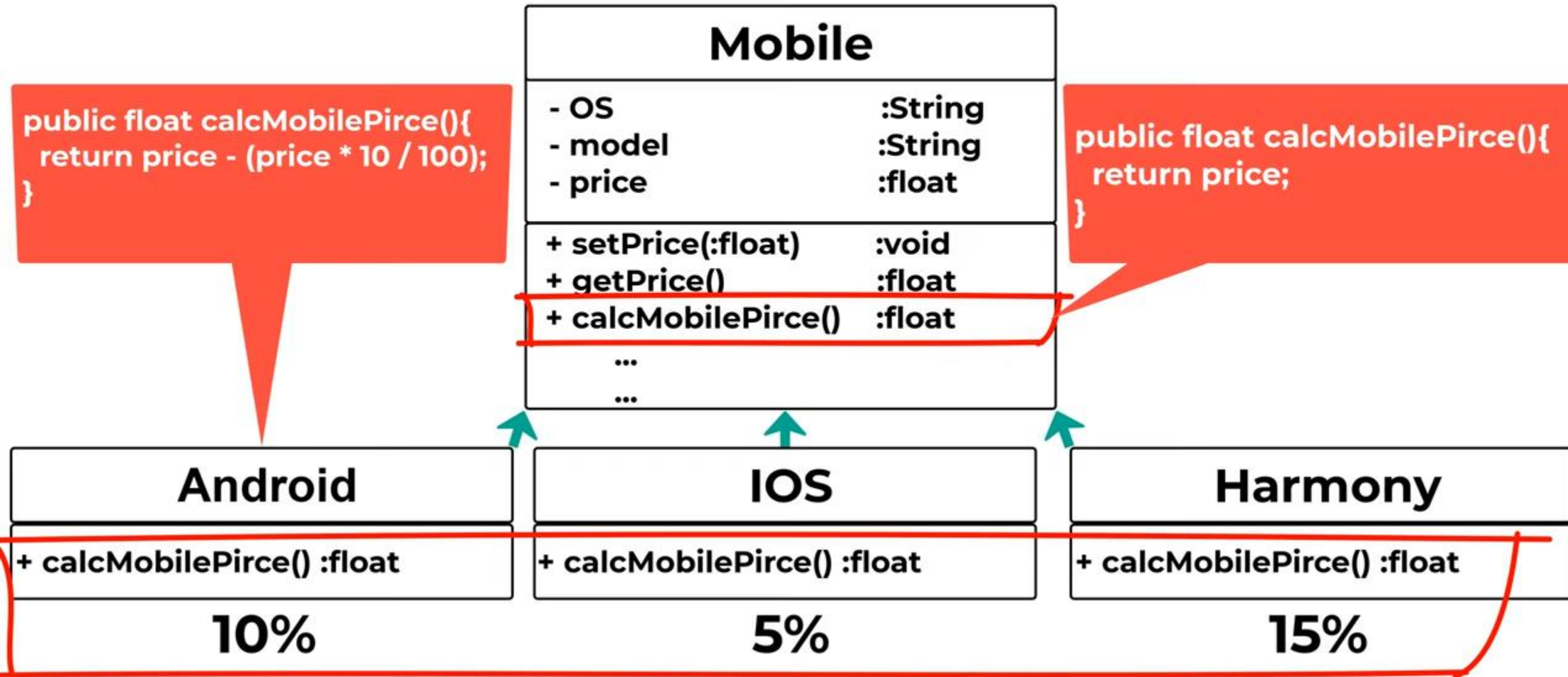
## Mobile Shop Management System





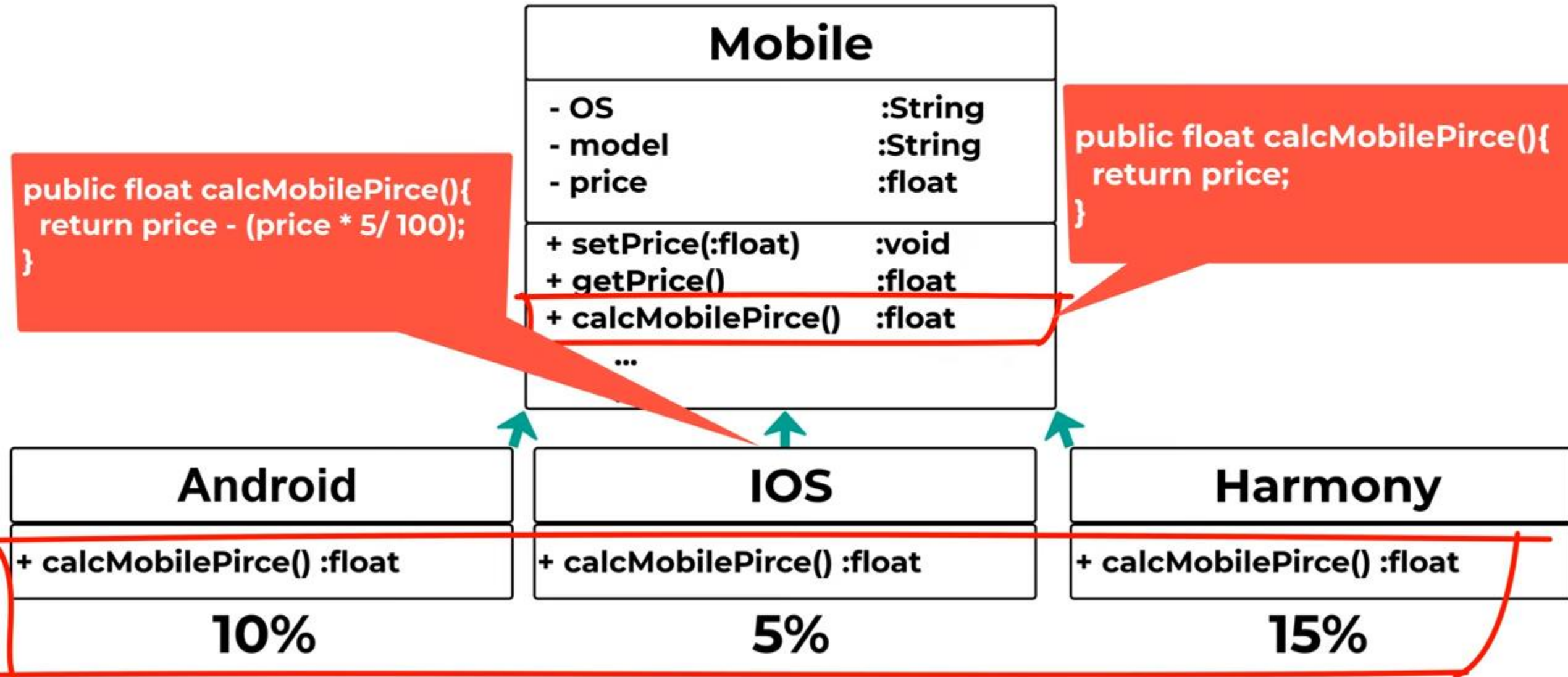
# Polymorphism Method Overriding

## Mobile Shop Management System



# Polymorphism Method Overriding

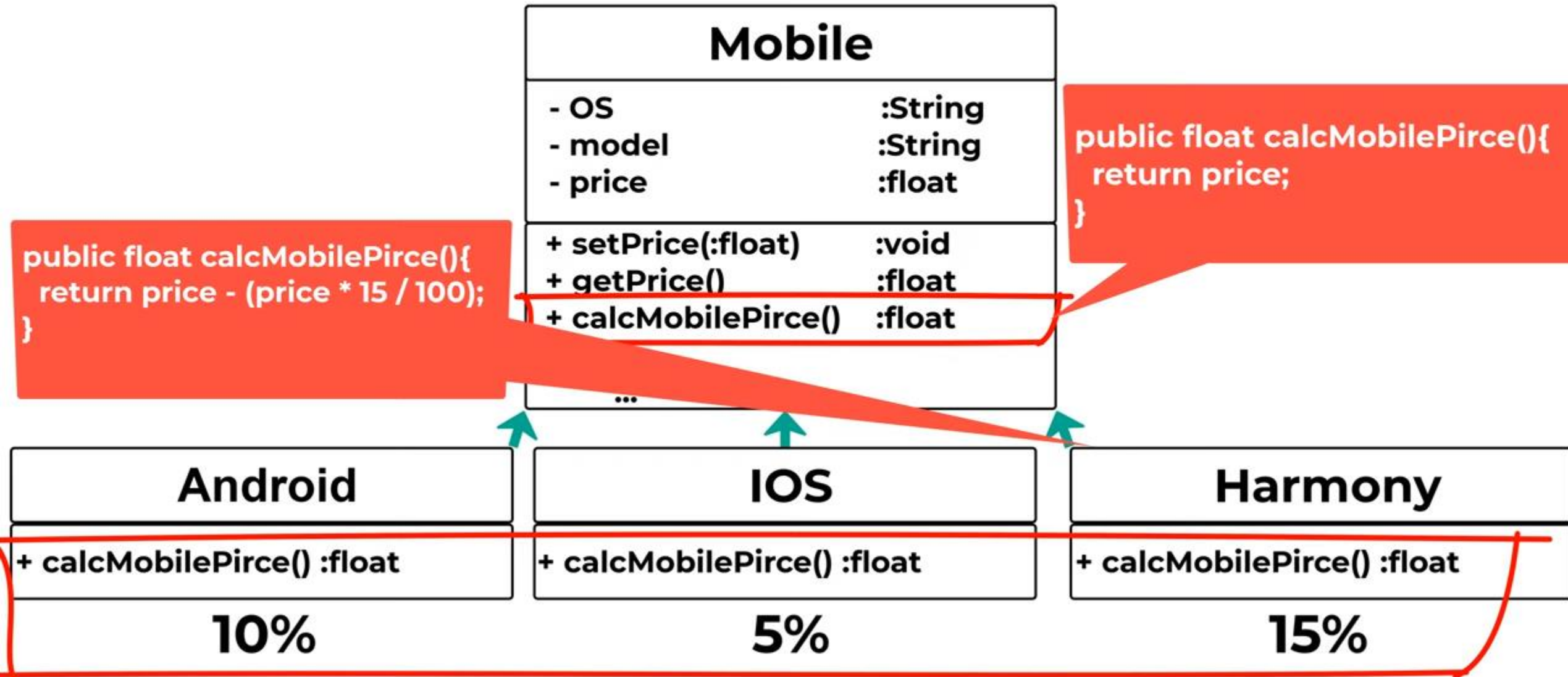
## Mobile Shop Management System





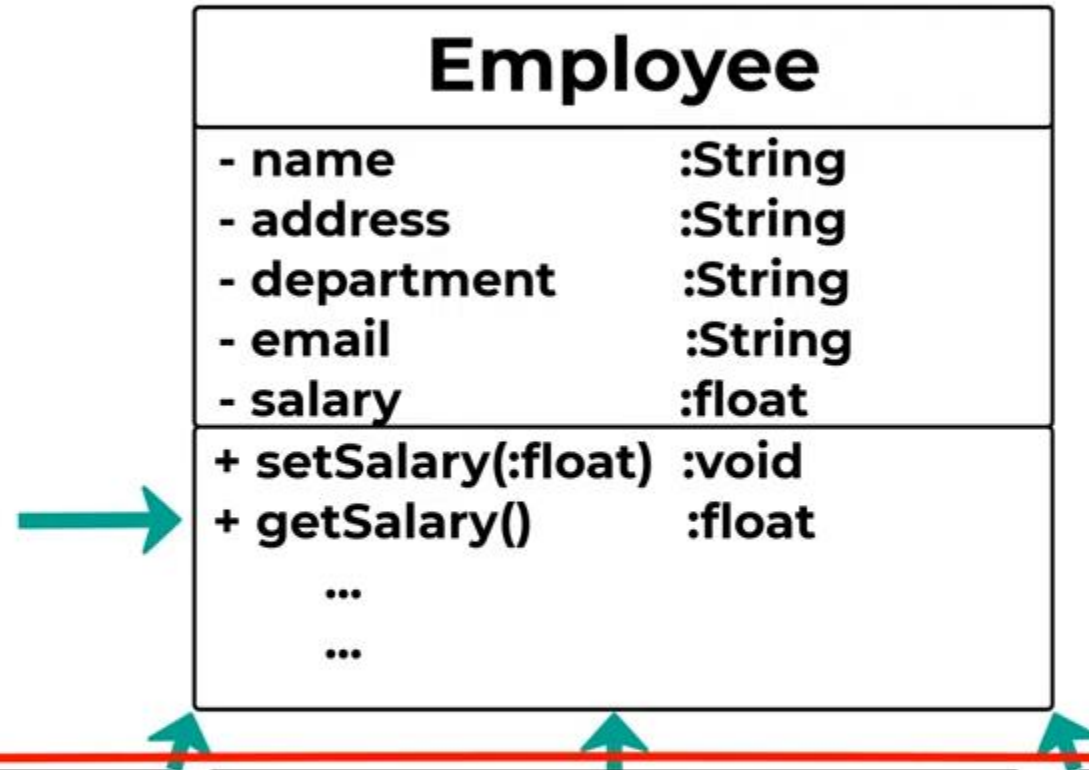
# Polymorphism Method Overriding

## Mobile Shop Management System



# Polymorphism Method Overriding

## Employee Payroll Management System



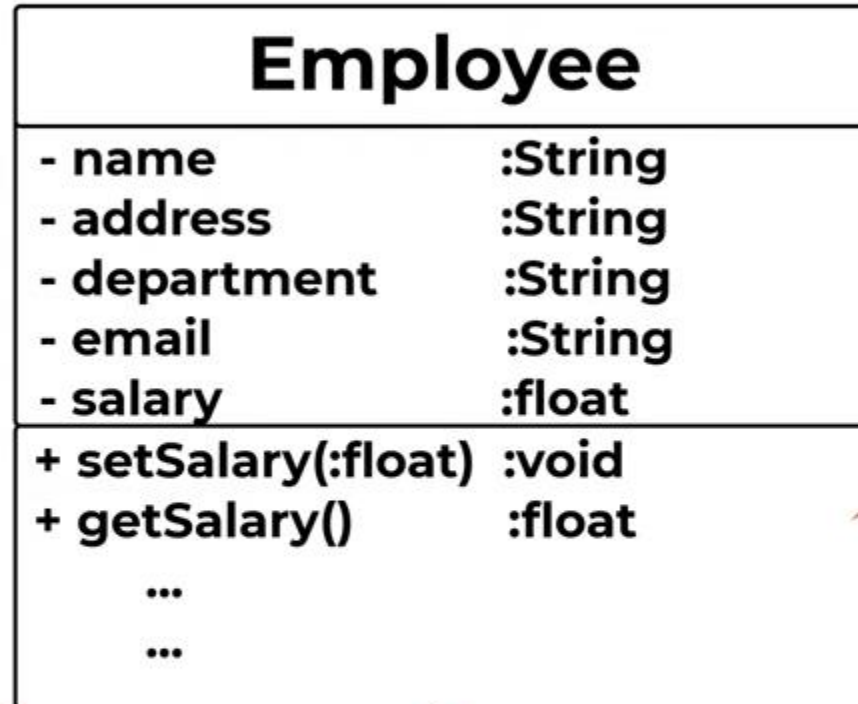
**SalariedEmployee**

**DailyEmployee**

**HourlyEmployee**

# Polymorphism Method Overriding

## Employee Payroll Management System



```
public float getSalary(){  
    return salary + bouns;  
}
```

```
public float getSalary(){  
    return salary;  
}
```

**SalariedEmployee**

**DailyEmployee**

**HourlyEmployee**

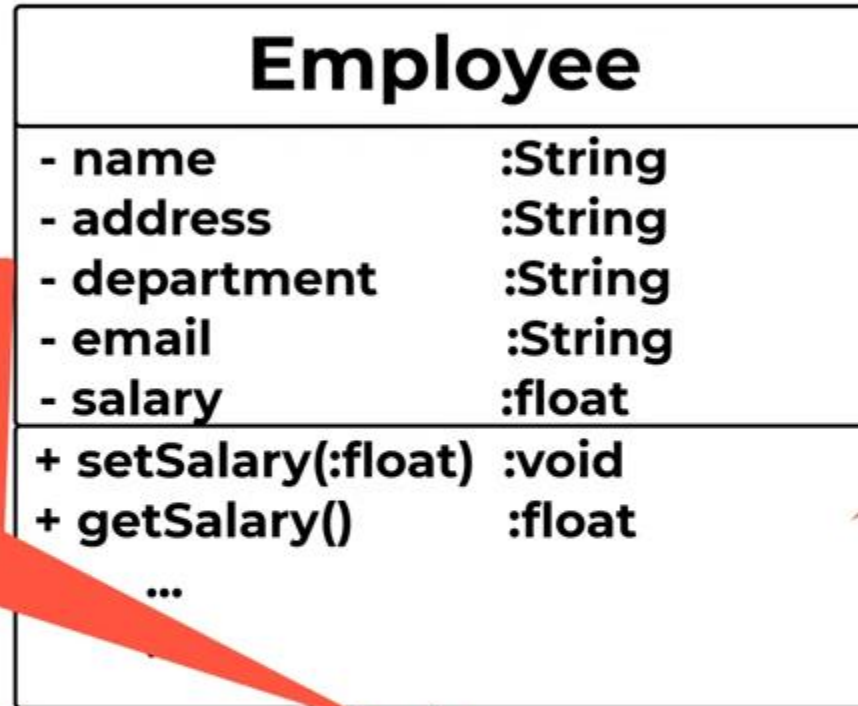
+ getSalary() :float

+ getSalary() :float

+ getSalary() :float

# Polymorphism Method Overriding

## Employee Payroll Management System



```
public float getSalary(){  
    return salary;  
}
```

```
public float getSalary(){  
    return workDayPrice*dailyRate;  
}
```

**SalariedEmployee**

**DailyEmployee**

**HourlyEmployee**

+ getSalary() :float

+ getSalary() :float

+ getSalary() :float



# Polymorphism Method Overriding

## Employee Payroll Management System

